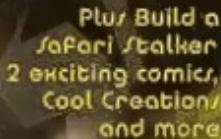




OFFICIAL PLAYbook of the LEGO® Club

July 2004

magazine


2 exciting comics,
Cool Creations
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TIME TO POWER UP!

superate battle rage on the mysterious Sentinel Mountain. Evil robots in sophisticated battle machines have rebelled against their human creators, plotting to seize control of the mountain or their first step in conquering all of mankind. Humanity's only hope lies with a valiant team of young heroes in battle machines of their own - the GHO-FORCE! ■



7700 Stealth Hunter

Evil robots are growing stronger than ever, so Kamen Rider must become even more powerful! With his new 'Stealth Hunter' mode, Kamen Rider can now move faster and attack from a distance.

Kamen Rider is now faster and more efficient. As he battles against GHO-FORCE, he will need to rely on his speed and agility to defeat his enemies. Can you withstand his attacks with caution and skill?



Hikaru
Health
Level: 99%

トクシュブタイ

AB1 >>>



7705 Fire Vulture

Evil robots continue to attack! This time, they're using fire to burn down everything in their path. Kamen Rider must find a way to stop them before they cause too much damage.



Devastator
Health
Level: 99%

Devastator Robot

Devastator is a powerful robot that can fly through the air and attack from above. He uses his lance to pierce through anything in his path, making him a dangerous enemy for Kamen Rider.

LEGO

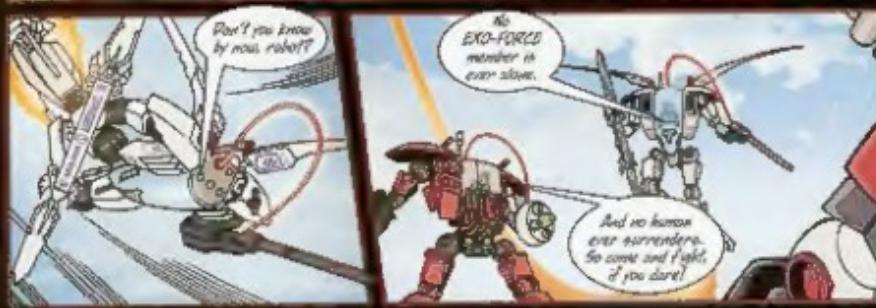
EXO FORCE

ROBOT ATTACK!









Follow the further adventures of
EXO-FORCE at www.EXO-FORCE.com

THE NEW FACES OF FEAR!

In powerful and evil being, the Piraka have razed the island of Voya Nui and entombed the Motoron population. Their horrible goal: Find and steal the legendary Mask of Life! If they succeed, their monstrous villain may well doom the universe itself.

ALL

With light-up eyes
and glow-in-the-dark teeth



ZAKTAN - 8903

Brilliant and ruthless leader of the Piraka, Zaktan may be the strongest of them all. His body is made up of billions of microscopic protodites which can split apart and come together at will. He possesses laser vision and carries a zamor sphere launcher and a three-bladed weapon with gripping tongs on the opposite end. Hated and feared by the other Piraka, none have the courage to defy him.



REIDAK - 8900

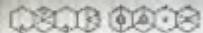
Brutal enforcer for the Piraka, Reidak believes in throwing boulders first and asking questions later. Although smart and cunning, he prefers to rely on his raw strength to see him through. He carries a zamor sphere launcher and a combined drill and buzz saw capable of turning solid ground to quicksand. Reidak also possesses infrared and thermal imaging vision, and adapts after every defeat so as to be virtually invincible.



VOKOK - 8902

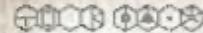
Nastiest and most vicious of the Piraka, Vokok is a mountain of rage waiting to explode. He carries a harpoon that can pull him through the water at high speed, as well as a zamor sphere launcher and a buzz saw that fires water daggers. He possesses powerful impact vision and is capable of absorbing and storing the powers of anyone in close proximity.

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PIRAKA
www.PIRAKA.com



Akrok — 8904

Inventor and engineer for the Piraña. Akrok can make a machine or weapon out of almost anything. With his X-ray and telescopic vision, few can hide from him. He has the ability to conjure a prison from thin air that will counter the powers of any living foe. He carries a zemor sphere launcher and a dual weapon with a seismic pickaxe on one end and a jackhammer on the other.



Thok — 8905

Intelligent and manipulative, Thok delights in setting his fellow Piraña against each other. He is confident that when all is said and done, only he will be left alive to claim the Mask of Life. Thok carries an ice peg and ice weapon that can freeze anything instantly. In addition, his spellbinding vision can disorient a foe. His most potent power is the ability to life any inanimate object to life and make it serve him.



Hakann — 8901

Arrogant and treacherous, Hakann is disliked by all the other Piraña. He has made a secret alliance with Akrok, but already has plans to betray him and all the others and steal the Mask of Life for himself. Hakann's weakis a zemor sphere launcher, lava launcher and energy claw, and has intense heat vision. Hakann's preferred method of attack is to unleash devastating mental blasts.

the

BIONICLE



BIONICLE

Web of Shadows

Coming into video stores spring 2005 is the new **BIONICLE 3**: **WEBS OF SHADOWS**. EGO Magazine caught up with director Terry Shakespeare to find out the inside scoop on how filmmakers brought the big Bad-Breeding, Silerak, and the Vipers—be like on the screen.

Q: What's the process of animating the various Roodaks and Silerak figures for the movie?



Q: Once you have the design, what's next?



These drawings are then sent to the modelling department. They use the drawings to create the characters on the computer. The head



Q: Did the production team add any unique features to the evil characters? How do fans think fans might want to look for?

TERRY: Yes, we did! For Roodaka, for instance, we thought it would be really cool if she had snake-like hair appendages that would

wrap around her head.

Q: A lot of extra work for the

animators...
of steam from his tusks!"

Q: How are the models similar to their screen counterparts?

As far as the sets and the screen figures

as possible so that the fans can identify the heroes.

Q: How are they different?

Not much. The characters are

Q: Did you have any problems animating the characters? If you did, how did you solve them?

TERRY: The number one problem we faced was, how does a character walk? For instance, in the story the Toa are poisoned and mutate into monster-like Hordaka

and the way they walk, move

and act is very different. In the story, the characters are very

Q: What did you do to make the city look creepy and spider-weby?

Important: Night is always creepier than daylight, so we had to create scenes at night. We had to

make sure that

sound designers created new creatures of the night

in the neighbourhood!



Out now: **BIONICLE 3: WEBS OF SHADOWS** on DVD. For more of what's new with Terry Shakespeare, check out www.BIONICLE.com.



WILD HUNTERS

Safari Stalker!

In the jungles or the savannah, this tough and rugged exploration vehicle is always on the prowl! Even when it picks up an unexpected passenger like the Tropical Humonga-Monkey, the Safari Stalker just keeps on rolling.



Build the
Safari Stalker
and Humonga-Monkey
using pieces from
44883 and 44884 Wild Hunters!



44883

44884





Knights Kingdom



I've found the final piece of the long-lost shield of Agen. When I add it to the mask atop my Dark Fortress, my power will be supreme - and Moria will finally be mine!

I hope the others reach the Fortress in time!

Mesmerise...

There it is - Vider's Fortress.

The king needs us to lower that drawbridge. Let's go!

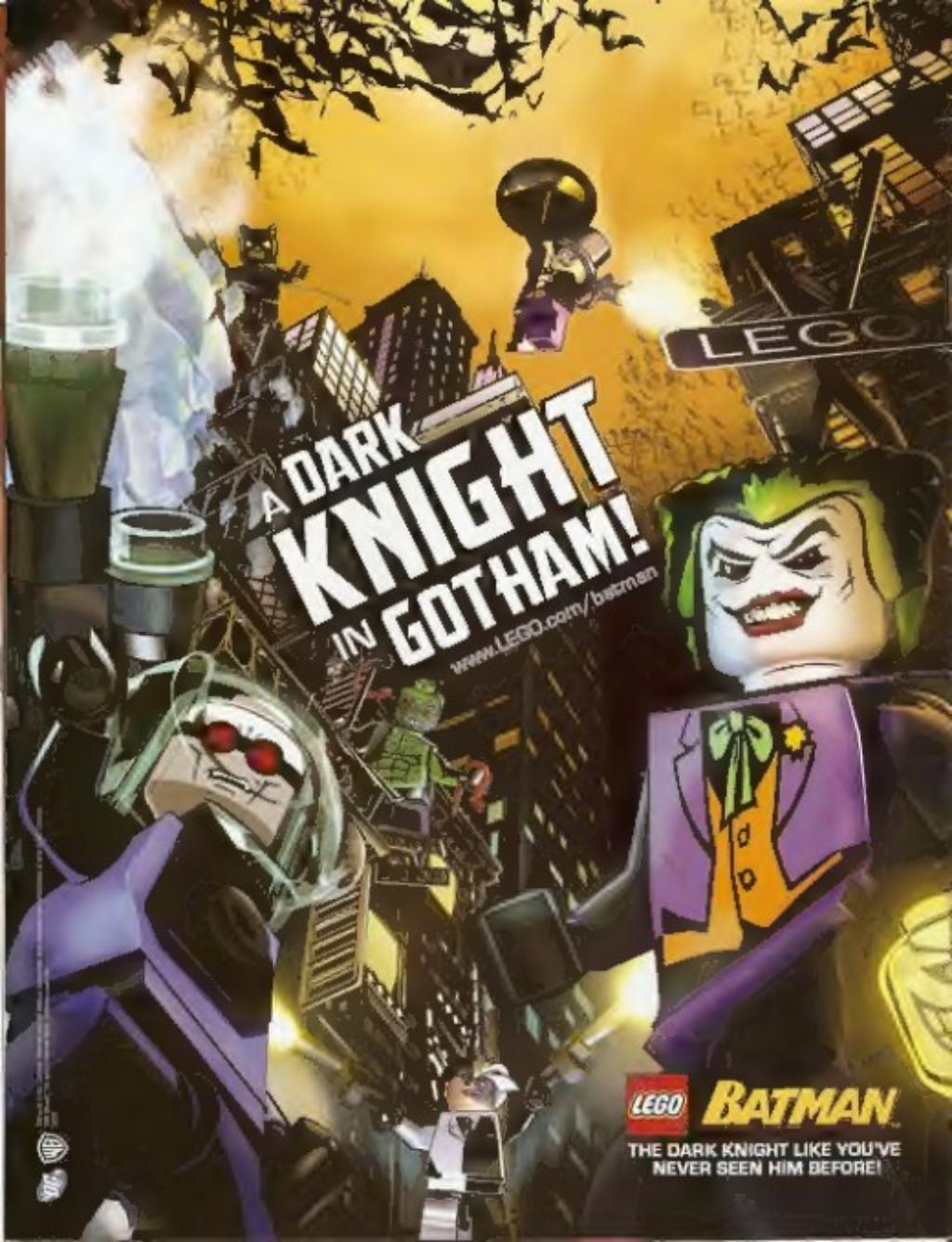
We must capture the Fortress... and tell we can't leave Sir Dando a prisoner.

For Roccus, for Sonth, you must get the drawbridge down! I'll rescue Sir Dando!

No one enters the Scorpion Prison Castle without Lord Vider's permission!

ROAR!

This armour is supposed to make me faster than ever. Time to put it to the test!



A collage of LEGO Batman characters and Gotham City scenes. In the foreground, the Joker (with green hair and purple suit) and Mr. Freeze (in his white and purple suit) are prominent. In the background, Robin stands on a building, a police officer is on a motorcycle, and a large crowd of people is gathered. The city skyline features recognizable buildings like the Daily Planet and the Gotham City Hall. A bright sun is visible in the upper right corner.

A DARK KNIGHT IN GOTHAM!

www.LEGO.com/batman

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THE DARK KNIGHT LIKE YOU'VE
NEVER SEEN HIM BEFORE!

